

# GAME GENE

**SUPER NES™  
CODE UPDATE**

- **Clay Fighter™**
- **Daffy Duck: The Marvin Missions™**
- **Disney's Aladdin™**
- **Jurassic Park™**
- **Madden NFL '94™**
- **NHL Stanley Cup™**
- **Super Empire Strikes Back™**
- **Tecmo Super Bowl™**
- **Teenage Mutant Ninja Turtles  
Tournament Fighters™**

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Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE UPDATE/SUPER NES™  
P.O. BOX 5941  
STACY, MN 55078

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### **GAME GENIE HELPLINE**

**1-513-868-8835**

**NOTE: CODES ARE NOT AVAILABLE BY PHONE**

**Or, write to:**

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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## **Clay Fighter™ Game**

CODE KEY IN...

EFFECT...

1 6280-DD6F

Enable Blob's Bomb™ move (away, away+down, down, towards+down, towards, punch)

**FOR "ALWAYS FIGHT" CODES, YOU MUST CONTINUE AFTER EACH MATCH  
WHETHER YOU WIN OR LOSE**

2	DD4A-8548 + DD9C-E53E	Always fight Bad Mr. Frosty™ after 1st match
3	DD4A-8548 + DF9C-E53E	Always fight Taffy™ after 1st match
4	DD4A-8548 + D49C-E53E	Always fight Tiny™ after 1st match
5	DD4A-8548 + D79C-E53E	Always fight The Blob™ after 1st match
6	DD4A-8548 + D09C-E53E	Always fight Blue Suede Goo™ after 1st match
7	DD4A-8548 + D99C-E53E	Always fight Ickybod Clay™ after 1st match
8	DD4A-8548 + D19C-E53E	Always fight Helga™ after 1st match
9	DD4A-8548 + D59C-E53E	Always fight Bonker™ after 1st match
10	DD4A-8548 + D69C-E53E	Always fight N. Boss™ after 1st match
11	FDF7-E5CE	Start with 1/6 health—1st round
12	4DF7-E5CE	Start with 1/3 health—1st round
13	7DF7-E5CE	Start with 1/2 health—1st round
14	0DF7-E5CE	Start with 2/3 health—1st round
15	9DF7-E5CE	Start with 5/6 health—1st round
16	FD4A-E01C	Start with 1/6 health—2nd and later rounds
17	4D4A-E01C	Start with 1/3 health—2nd and later rounds
18	7D4A-E01C	Start with 1/2 health—2nd and later rounds
19	0D4A-E01C	Start with 2/3 health—2nd and later rounds
20	9D4A-E01C	Start with 5/6 health—2nd and later rounds

TO MAKE CODES 21 THRU 76 INTO "DO NO DAMAGE" CODES, CHANGE EACH "7D"  
TO "DD" (MAY NOT WORK RIGHT IN EVERY CASE)

**Bad Mr. Frosty Codes:**

- |    |   |  |
|----|---|--|
| 21 | 7D46-E1C2 + 7D46-E132 +<br>7D46-E542 + 7D46-E512 +<br>7D46-E5C2 | Bad Mr. Frosty's Brutal Punches<br>do more damage            |
| 22 | 7D46-E532 + 7D4B-E042 +<br>7D4B-E012 + 7D4B-E0C2 +<br>7D4B-E032 | Bad Mr. Frosty's Medium Punches<br>do more damage            |
| 23 | 7D4B-E942 + 7D4B-E912 +<br>7D4B-E9C2 + 7D4B-E932 +<br>7D4B-E142 | Bad Mr. Frosty's Quick Punches<br>do more damage             |
| 24 | 7D4B-E112 + 7D4B-E1C2 +<br>7D4B-E132 + 7D4B-E542 +<br>7D4B-E512 | Bad Mr. Frosty's Brutal Kicks do more damage                 |
| 25 | 7D4B-E5C2 + 7D4B-E532 +<br>7D4C-E042 + 7D4C-E012 +<br>7D4C-E0C2 | Bad Mr. Frosty's Medium Kicks do more<br>damage              |
| 26 | 7D4C-E032 + 7D4C-E942 +<br>7D4C-E912 + 7D4C-E9C2 +<br>7D4C-E932 | Bad Mr. Frosty's Quick Kicks do more damage                  |
| 27 | 7D4C-E142   | Bad Mr. Frosty's Snow Ball (all punches) does<br>more damage |

**Taffy™ Codes:**

- |    |   |  |
|----|---|--|
| 28 | 7D48-E0C2 + 7D48-E032 +<br>7D48-E942 + 7D48-E912 +<br>7D48-E9C2 | Taffy's Brutal Punches do more damage                |
| 29 | 7D48-E932 + 7D48-E142 +<br>7D48-E112 + 7D48-E1C2 +<br>7D48-E132 | Taffy's Medium Punches do more damage                |
| 30 | 7D48-E542 + 7D48-E512 +<br>7D48-E5C2 + 7D48-E532 +<br>7D4A-E042 | Taffy's Quick Punches do more damage                 |
| 31 | 7D4A-E012 + 7D4A-E0C2 +<br>7D4A-E032 + 7D4A-E942 +<br>7D4A-E912 | Taffy's Brutal Kicks do more damage                  |
| 32 | 7D4A-E9C2 + 7D4A-E932 +<br>7D4A-E142 + 7D4A-E112 +<br>7D4A-E1C2 | Taffy's Medium kick does more damage                 |
| 33 | 7D4A-E132 + 7D4A-E542 +<br>7D4A-7513 + 7D4A-E5C2 +<br>7D4A-E532 | Taffy's Quick Kicks do more damage—<br>NOT IN CROUCH |
| 34 | 7D42-E912   | Taffy's Whack (all punches) does more damage         |
| 35 | 7D42-E9C2   | Taffy's Whack (all kicks) does more damage           |

**Tiny™ Codes:**

- |    |   |                                      |
|----|---|--------------------------------------|
| 36 | 7D42-E1C2 + 7D42-E132 +<br>7D42-E542 + 7D42-E512 +<br>7D42-E5C2 | Tiny's Brutal Punches do more damage |
| 37 | 7D42-E532 + 7D43-E042 +<br>7D43-E012 + 7D43-E0C2 +<br>7D43-E032 | Tiny's Medium Punches do more damage |
| 38 | 7D43-E942 + 7D43-E912 +<br>7D43-E9C2 + 7D43-E932 +<br>7D43-E142 | Tiny's Quick Punches do more damage  |
| 39 | 7D43-E112 + 7D43-E1C2 +<br>7D43-E132 + 7D43-E542 +<br>7D43-E512 | Tiny's Brutal Kicks do more damage   |

40	7D43-E5C2 + 7D43-E532 + 7D4E-E042 + 7D4E-E012 + 7D4E-E0C2	Tiny's Medium Kicks do more damage
41	7D4E-E032 + 7D4E-E942 + 7D4E-E912 + 7D4E-E9C2 + 7D4E-E932	Tiny's Quick Kicks do more damage
42	7D4E-E142	Tiny's Medicine Ball Does more damage
43	7D4E-E512	Tiny's Sucker Punch does more damage
<b>Blob™ Codes:</b>		
44	7D4D-70C3 + 7D4D-7033 + 7D4D-7943 + 7D4D-7913 + 7D4D-79C3	Blob's Brutal Punches do more damage
45	7D4D-7933 + 7D4D-7143 + 7D4D-7113 + 7D4D-71C3 + 7D4D-7133	Blob's Medium Punches do more damage
46	7D4D-7543 + 7D4D-7513 + 7D4D-75C3 + 7D4D-7533 + 7D4F-7043	Blob's Quick Punches do more damage
47	7D4F-7013 + 7D4F-70C3 + 7D4F-7033 + 7D4F-7943 + 7D4F-7913	Blob's Brutal kick does more damage
48	7D4F-79C3 + 7D4F-7933 + 7D4F-7143 + 7D4F-7113 + 7D4F-71C3	Blob's Medium Kicks do more damage
49	7D4F-7133 + 7D4F-7543 + 7D4F-7513 + 7D4F-75C3 + 7D4F-7533	Blob's Quick Kicks do more damage
<b>Blue Suede Goo™ Codes:</b>		
50	7D44-71C3 + 7D44-7133 + 7D44-7543 + 7D44-7513 + 7D44-75C3	Blue Suede Goo's Brutal Punches do more damage
51	7D44-7533 + 7D47-7043 + 7D47-7013 + 7D47-70C3 + 7D47-7033	Blue Suede Goo's Medium Punches do more damage
52	7D47-7943 + 7D47-7913 + 7D47-79C3 + 7D47-7933 + 7D47-7143	Blue Suede Goo's Quick Punches do more damage
53	7D47-7113 + 7D47-71C3 + 7D47-7133 + 7D47-7543 + 7D47-7513	Blue Suede Goo's Brutal Kicks do more damage
54	7D47-75C3 + 7D47-7533 + 7D40-7043 + 7D40-7013 + 7D40-70C3	Blue Suede Goo's Medium Kicks do more damage
55	7D40-7033 + 7D40-7943 + 7D40-7913 + 7D40-79C3 + 7D40-7933	Blue Suede Goo's Quick Kicks do more damage
<b>Ickybod Clay™ Codes:</b>		
56	7D49-70C3 + 7D49-7033 + 7D49-7943 + 7D49-7913 + 7D49-79C3	Ickybod Clay's Brutal Punches do more damage
57	7D49-7933 + 7D49-7143 + 7D49-7113 + 7D49-71C3 + 7D49-7133	Ickybod Clay's Medium Punches do more damage

58	7D49-7543 + 7D49-7513 + 7D49-75C3 + 7D49-7533 + 7D41-7043	Ickybod Clay's Quick Punches do more damage
59	7D41-7013 + 7D41-70C3 + 7D41-7033 + 7D41-7943 + 7D41-7913	Ickybod Clay's Brutal Kicks do more damage
60	7D41-79C3 + 7D41-7933 + 7D41-7143 + 7D41-7113 + 7D41-71C3	Ickybod Clay's Medium Kicks do more damage
61	7D41-7133 + 7D41-7543 + 7D41-7513 + 7D41-75C3 + 7D41-7533	Ickybod Clay's Quick Kicks do more damage
62	7D45-7013	Ickybod Clay's Ecto Punch does more damage
<b>Helga™ Codes:</b>		
63	7D45-71C3 + 7D45-7133 + 7D45-7543 + 7D45-7513 + 7D45-75C3	Helga's Brutal Punches do more damage
64	7D45-7533 + 7D46-7043 + 7D46-7013 + 7D46-70C3 + 7D46-7033	Helga's Medium Punches do more damage
65	7D46-7943 + 7D46-7913 + 7D46-79C3 + 7D46-7933 + 7D46-7143	Helga's Quick Punches do more damage
66	7D46-7113 + 7D46-71C3 + 7D46-7133 + 7D46-7543 + 7D46-7513	Helga's Brutal Kicks do more damage
67	7D46-75C3 + 7D46-7533 + 7D4B-7043 + 7D4B-7013 + 7D4B-70C3	Helga's Medium Kicks do more damage
68	7D46-5033 + 7D4B-7943 + 7D4B-7913 + 7D4B-79C3 + 7D4B-7933	Helga's Quick Kicks do more damage— NOT FAR AWAY
69	7D4B-71C3	Helga's Viking Ram does more damage
<b>Bonker™ Codes:</b>		
70	7D4C-70C3 + 7D4C-7033 + 7D4C-7943 + 7D4C-7913 + 7D4C-79C3	Bonker's Brutal Punches do more damage
71	7D4C-7933 + 7D4C-7143 + 7D4C-7113 + 7D4C-71C3 + 7D4C-7133	Bonker's Medium Punches do more damage
72	7D4C-7543 + 7D4C-7513 + 7D4C-75C3 + 7D4C-7533 + 7D48-7043	Bonker's Quick Punches do more damage
73	7D48-7013 + 7D48-70C3 + 7D48-7033 + 7D48-7943 + 7D48-7913	Bonker's Brutal Kicks do more damage
74	7D48-79C3 + 7D48-7933 + 7D48-7143 + 7D48-7113 + 7D48-71C3	Bonker's Medium Kicks do more damage
75	7D48-7133 + 7D48-7543 + 7D48-7513 + 7D48-75C3 + 7D48-7533	Bonker's Quick Kicks do more damage
76	7D4A-7043	Bonker's Cutting Cartwheel does more damage

Clay Fighter, Blob's Bomb, Bad Mr. Frosty, Taffy, Tiny, The Blob, Blue Suede Goo, Ickybod Clay, Helga, Bonker and N. Boss are trademarks of Interplay.

# Daffy Duck: The Marvin Missions™ Game

CODE KEY IN ...

EFFECT ...

1 DFBDB-1DA4

Start with 1 life

## CODES 2 THRU 4: DON'T SET LIVES ON OPTIONS SCREEN

2	DBBD-1DA4	Start with 9 lives
3	49BD-1DA4	Start with 25 lives
4	9FBD-1DA4	Start with 51 lives
5	DDB3-3404	Infinite lives
6	DDA8-4466	Extra lives cost \$500
7	DFA8-4466	Extra lives cost \$1,500
8	DD23-34D4	Extra life power-ups don't work
9	D423-34D4	Extra life power-ups worth 2
10	D923-34D4	Extra life power-ups worth 5
11	DDA3-3FA6	Extra lives can't be bought
12	D4A3-3FA6	2 extra lives for each life you buy
13	D9A3-3FA6	5 extra lives for each life you buy
14	C283-3D6F	Invincibility
15	D1B4-3DD7	Start with 1/2 health
16	DBB4-3DD7	Start with 3/4 health
17	D121-CD64	Juice cans set health to 1/2
18	DB21-CD64	Juice cans set health to 3/4
19	DDB4-C764	Start with 0 gems
20	FDB4-C764	Start with 10 gems (2 continues)
21	49B4-C764	Start with 25 gems (5 continues)
22	DDA2-C76C	Infinite continues
23	DD3C-446D	Gem power-ups worth 0
24	D93C-446D	Gem power-ups worth 5 (1 continue)
25	DDA6-34A6	Bought gems worth 0
26	D9A6-34A6	Bought gems worth 5 (1 continue)
27	DDA8-44D6	Gems are free
28	FDBF-CF64	Start with 10 ammo for all guns (except blaster)
29	9DBF-CF64	Start with 50 ammo for all guns
30	BDBF-CF64	Start with 90 ammo for all guns
31	DD85-17DD	Infinite ammo (must have some ammo for the gun to be selectable—use Code 29 start with infinite ammo)
32	DDAC-4406	Freeze gun ammo is free
33	4DAC-4406	Freeze gun ammo is \$200
34	DDAC-44A6	Electricity gun ammo is free
35	F9AC-44A6	Electricity gun ammo is \$150
36	DDAC-4706	Three-way gun ammo is free
37	F9AC-4706	Three-way gun ammo is \$150
38	DDAC-47A6	Bomb gun ammo is free
39	F9AC-47A6	Bomb gun ammo is \$150
40	DDA8-4D06	Antimatter gun ammo is free
41	4DA8-4D06	Antimatter gun ammo is \$200
42	4DAE-44D6	Bought Freeze gun ammo is worth 20 instead of 10
43	4DA9-1406	Bought Electricity gun ammo is worth 20
44	4DA8-1466	Bought Three-way gun ammo is worth 20
45	4DAF-C4A6	Bought Bomb gun ammo is worth 20

46	4DA5-C7D6	Bought Anti matter gun ammo is worth 20
47	4D28-4FA7	Freeze gun ammo power-ups are worth 20 instead of 10
48	4D26-1DA7	Electricity gun ammo power-ups are worth 20
49	4D20-C7A7	Three-way gun ammo power-ups are worth 20
50	4D2F-34A7	Bomb gun ammo power-ups are worth 20
51	4D23-3FA7	Antimatter gun ammo power-ups are worth 20
52	DDBD-CF04	Start with no nutty attacks
53	D7BD-CF04	Start with 3 nutty attacks
54	D9BD-CF04	Start with 5 nutty attacks
55	D5BD-CF04	Start with 7 nutty attacks
56	C287-34AD	Infinite nutty attacks
57	DDA8-4F06	Nutty attacks are free
58	0DA8-4F06	Nutty attacks are \$400
59	D4BD-C7D4	Start with \$2500 instead of \$1500
60	D7BD-C7D4	Start with \$3,500
61	DBBD-C7D4	Start with \$9,500
62	7DBD-C7D4	Start with \$30,500
63	DDB4-C404	Start with almost no fuel
64	F8B4-C404	Start with 2x fuel
65	45B4-C404	Start with 3x fuel
66	DDA8-4DA6	Jetpack fuel is free
67	D1C8-14A7	Fuel is consumed at 1/4 normal rate
68	DAC8-14A7	Fuel is consumed at 1/2 normal rate
69	F4C8-14A7	Fuel is consumed at 3/4 normal rate
70	D12B-17D4	Fuel power-ups are worth 1/2 as much
71	FC2B-17D4	Fuel power-ups are worth 2x
72	D1A2-C7A6	Bought fuel is worth 1/2 as much
73	FCA2-C7A6	Bought fuel is worth 2x as much
74	DFB9-1D04	Start on level 1-2
75	D4B9-1D04	Start on level 1-3
76	D7B9-1D04	Start on level 1-4
77	D0B9-1D04	Start on level 2-1
78	D9B9-1D04	Start on level 2-2
79	D1B9-1D04	Start on level 2-3
80	D5B9-1D04	Start on level 2-4
81	D6B9-1D04	Start on level 3-1
82	DBB9-1D04	Start on level 3-2
83	DCB9-1D04	Start on level 3-3
84	D8B9-1D04	Start on level 3-4
85	DAB9-1D04	Start on level 4-1
86	D2B9-1D04	Start on level 4-2
87	D3B9-1D04	Start on level 4-3
88	DEB9-1D04	Start on level 4-4
89	FDB9-1D04	Start on level 5-1
90	FFB9-1D04	Start on level 5-2
91	F4B9-1D04	Start on level 5-3
92	F7B9-1D04	Start on level 5-4

Daffy Duck: The Marvin Missions is a trademark of Warner Bros.

## **Disney's Aladdin™ Game**

DON'T USE PASSWORDS WITH CODES 1 THRU 3, 9 THRU 11, 24 AND 25

1	DF64-1DD0	Start with 1 life
2	D964-1DD0	Start with 5 lives
3	F064-1DD0	Start with 20 lives
4	C221-4FA5	Infinite lives
5	DFB8-3F07	Start with 1 continue
6	D9B8-3F07	Start with 5 continues
7	DCB8-3F07	Start with 9 continues
8	C283-37DD	Infinite continues
9	D464-14A0	Start with 2 health
10	D964-14A0	Start with 5 health
11	D564-14A0	Start with 7 health
12	C267-4D0A	Almost invincible
13	FA80-44AE	Emeralds worth 2 instead of 1

DON'T USE CODES 14 AND 15 TOGETHER

14	FB80-44AE	Emeralds worth 3
15	A381-4F0E	Rubies worth 1 instead of 3
16	C281-4F0E	Rubies worth 2
17	FD86-4F6E	Only 10 gems needed for health increase/free life
18	4D86-4F6E	Only 20 gems needed for health increase/free life
19	7D86-4F6E	Only 30 gems needed for health increase/free life
20	0D86-4F6E	Only 40 gems needed for health increase/free life
21	9D86-4F6E	Only 50 gems needed for health increase/free life
22	1D86-4F6E	Only 60 gems needed for health increase/free life
23	BD86-4F6E	Only 90 gems needed for health increase/free life
24	D967-1F60	Start with 5 apples
25	4D67-1F60	Start with 20 apples
26	3CA9-C4A5	Infinite apples
27	4D8B-4DD3	Apple power-ups worth 20 instead of 10
28	9D8B-4DD3	Apple power-ups worth 50
29	BD8B-4DD3	Apple power-ups worth 90
30	DDB5-3467 + DDBA-3FA7	Level select on main menu—use R + Up/Down to change level, R + Left/Right to change sub-level
31	DDA7-4DD5	Bonus round played after every level

Disney's Aladdin is a trademark of Disney.

## **Jurassic Park™ Game**

CODE KEY IN ...

1	DF2E-3DD9	Start with 2 lives
2	D72E-3DD9	Start with 4 lives
3	C26A-4700	Infinite lives
4	F682-CFAD	Cattle Prod energy recharges to about 3/4 full when outside
5	FD82-CFAD	Cattle Prod energy recharges to about 1/2 full when outside
6	D682-CFAD	Cattle Prod energy recharges to about 1/4 full when outside
7	C285-C76D	Infinite Cattle Prod energy when outside

8	C2CB-3407	Infinite 1st weapons when outside
9	8289-4DAD	Infinite 2nd weapons when outside—EXCEPT GAS GRENADE
10	EDEA-4767	Cattle Prod energy recharges to 1/2 full when inside
11	C282-4B65	Infinite Cattle Prod energy when inside
12	3CC4-3C65 + 3CCA-36D5	Infinite 1st weapons when inside
13	C2C6-3BD1	Infinite 2nd weapons when inside—EXCEPT GAS GRENADE
14	C2B8-C4D0	Infinite continues with 4 lives .
15	D0BC-CDA0	Continue 1st time with 5 lives
16	D0BC-C7D0	Continue with 5 lives after 1st continue
17	DF23-3469	Start with 1 egg needed

Jurassic Park is a trademark of Universal City Studios and Amblin Entertainment, Inc.

## Madden NFL '94™ Game

CODE KEY IN ...

EFFECT ...

1	DDAA-5D0F	Touchdowns worth 0 points
2	D7AA-5D0F	Touchdowns worth 3 points
3	D9AA-5D0F	Touchdowns worth 5 points
4	DBAA-5D0F	Touchdowns worth 9 points
5	DDAE-ED0F	Extra points worth 0 points
6	D7AE-ED0F	Extra points worth 3 points
7	D9AE-ED0F	Extra points worth 5 points
8	D5AE-ED0F	Extra points worth 7 points
9	DDAB-8DAD	Safeties worth 0 points
10	D7AB-8DAD	Safeties worth 3 points
11	D9AB-8DAD	Safeties worth 5 points
12	D5AB-8DAD	Safeties worth 7 points
13	DDAE-E76F	Field goals worth 0 points
14	D4AE-E76F	Field goals worth 2 points
15	D9AE-E76F	Field goals worth 5 points
16	D5AE-E76F	Field goals worth 7 points
17	DBAE-E76F	Field goals worth 9 points
18	D93F-7D0F + DE3F-7D6F	Visitors start with a 5-point lead
19	D53F-7D0F + DE3F-7D6F	Visitors start with a 7-point lead
20	DC3F-7D0F + DE3F-7D6F	Visitors start with a 10-point lead
21	D33F-7D0F + DE3F-7D6F	Visitors start with a 14-point lead
22	473F-7D0F + DE3F-7D6F	Visitors start with a 35-point lead
23	D73F-7D0F + DE3F-7F6F	Home team starts with a 3-point lead
24	D53F-7D0F + DE3F-7F6F	Home team starts with a 7-point lead
25	DC3F-7D0F + DE3F-7F6F	Home team starts with a 10-point lead
26	D33F-7D0F + DE3F-7F6F	Home team starts with a 14-point lead
27	473F-7D0F + DE3F-7F6F	Home team starts with a 35-point lead
28	CBA2-8F6D + DFA2-8FAD	TD, FG, PAT, S worth 1 point—home team
29	CBA2-8F6D + D7A2-8FAD	TD, FG, PAT, S worth 3 points—home team
30	CBA2-8F6D + D9A2-8FAD	TD, FG, PAT, S worth 5 points—home team
31	CBA2-8F6D + F9A2-8FAD	TD, FG, PAT, S worth 21 points—home team
32	CBA2-8F6D + 47A2-8FAD	TD, FG, PAT, S worth 35 points—home team
33	CBAD-ED0D + DFAD-ED6D	TD, FG, PAT, S worth 3 points—visitor
34	CBAD-ED0D + D9AD-ED6D	TD, FG, PAT, S worth 5 points—visitor
35	CBAD-ED0D + F9AD-ED6D	TD, FG, PAT, S worth 21 points—visitor

36	CBAD-ED0D + 47AD-ED6D	TD, FG, PAT, S worth 35 points—visitor
37	3CAC-5DDD	Always 1st down
38	D4A8-54AD	1 play to get a 1st down
39	D7A8-54AD	2 plays to get a 1st down
40	D0A8-54AD	3 plays to get a 1st down
41	D1A8-54AD	5 plays to get a 1st down
42	D6A8-54AD	7 plays to get a 1st down

Madden NFL '94 is a trademark of Electronic Arts.

## NHL Stanley Cup™ Game

CODE KEY IN ...

EFFECT ...

DO NOT USE A VISITOR AND A HOME "STARTS WITH" CODE AT THE SAME TIME.  
CODES 1 THRU 10 ARE FOR EXHIBITION MODE ONLY

1	DF67-CDA4 + D667-CFA4 + E667-CF64	Visitor starts with 1 point
2	DF67-CDA4 + D667-CFA4 + EC67-CF64	Home starts with 1 point
3	D767-CDA4 + D667-CFA4 + E667-CF64	Visitor starts with 3 points
4	D767-CDA4 + D667-CFA4 + EC67-CF64	Home starts with 3 points
5	D967-CDA4 + D667-CFA4 + E667-CF64	Visitor starts with 5 points
6	D967-CDA4 + D667-CFA4 + EC67-CF64	Home starts with 5 points
7	D567-CDA4 + D667-CFA4 + E667-CF64	Visitor starts with 7 points
8	D567-CDA4 + D667-CFA4 + EC67-CF64	Home starts with 7 points
9	DB67-CDA4 + D667-CFA4 + E667-CF64	Visitor starts with 9 points
10	DB67-CDA4 + D667-CFA4 + EC67-CF64	Home starts with 9 points
11	1BA1-4D01	Visitor scores 1 point for goals, Home scores 3
12	DFE0-CD0F	Periods are 1 min (choose 5 minutes from Options)
13	D7E0-CD0F	Periods are 3 min (choose 5 minutes from Options)
14	D5E0-CD0F	Periods are 7 min (choose 5 minutes from Options)
15	DBE0-CD0F	Periods are 9 min (choose 5 minutes from Options)
16	94ED-C46F	Periods are 15 min (choose 10 minutes from Options)
17	D7E0-C76F	Periods are 30 min (choose 10 minutes from Options)
18	7A2B-3F00	Penalty for charging is 1 minute instead of 2
19	7A2B-3760	Penalty for holding is 1 minute instead of 2
20	7A2C-3FA0	Penalty for tripping is 1 minute instead of 2
21	7A28-3DD0	Penalty for high sticking is 1 minute instead of 2
22	7A28-3400	Penalty for elbowing is 1 minute instead of 2
23	7A2A-3D60	Penalty for hooking is 1 minute instead of 2
24	7A2A-34A0	Penalty for roughing is 1 minute instead of 2
25	7A22-3FD0	Penalty for slashing is 1 minute instead of 4
26	7A22-3700	Penalty for spearing is 1 minute instead of 2
27	F32B-3F00	Penalty for charging is 30 seconds
28	F32B-3760	Penalty for holding is 30 seconds
29	F32C-3FA0	Penalty for tripping is 30 seconds
30	F328-3DD0	Penalty for high sticking is 30 seconds
31	F328-3400	Penalty for elbowing is 30 seconds
32	F32A-3D60	Penalty for hooking is 30 seconds
33	F32A-34A0	Penalty for roughing is 30 seconds
34	F322-3FD0	Penalty for slashing is 30 seconds
35	F322-3700	Penalty for spearing is 30 seconds
36	802B-3F00	Penalty for charging is 3 minutes
37	802B-3760	Penalty for holding is 3 minutes

38	802C-3FA0	Penalty for tripping is 3 minutes
39	8028-3DD0	Penalty for high sticking is 3 minutes
40	8028-3400	Penalty for elbowing is 3 minutes
41	802A-3D60	Penalty for hooking is 3 minutes
42	802A-34A0	Penalty for roughing is 3 minutes
43	8022-3FD0	Penalty for slashing is 3 minutes
44	8022-3700	Penalty for spearing is 3 minutes

NHL Stanley Cup is a trademark of NHL Enterprises, Inc.

## Super Empire Strikes Back™ Game

CODE KEY IN ...

EFFECT . . .

1	6DE9-47AF	Infinite thermal detonators
2	6D23-47F9	Start with all force abilities
3	C229-14F9	Elevation & Freeze don't drain force bar
4	DDCC-1DDA	Saber control doesn't drain force bar
5	C22F-C7F9	Mind control, Slow, Deflect, and Invisible don't drain force bar
6	C238-C70F	Infinite lives
7	DF21-C465	Continue with 2 lives on Easy
8	D921-C465	Continue with 6 lives on Easy
9	F021-C465	Continue with 21 lives on Easy
10	7421-C465	Continue with 51 lives on Easy
11	DF21-C7D5	Start with 2 lives on Brave
12	D921-C7D5	Start with 6 lives on Brave
13	F021-C7D5	Start with 21 lives on Brave
14	1721-C7D5	Start with 100 lives on Brave
15	DF21-C765	Continue with 2 lives on Jedi™
16	D921-C765	Continue with 6 lives on Jedi
17	F021-C765	Continue with 21 lives on Jedi
18	1721-C765	Continue with 100 lives on Jedi
19	F425-CDD5	Start with 1/2 as much health on Easy
20	F625-CDD5	Start with 3/4 as much health on Easy
21	4C25-CDD5	Start with more health on Easy
22	7D25-CDD5	Start with much more health on Easy
23	0025-CDD5	Start with maximum health on Easy
24	FD25-CD65	Start with 1/2 as much health on Brave
25	F625-CD65	Start with 3/4 as much health on Brave
26	4C25-CD65	Start with more health on Brave
27	7D25-CD65	Start with much more health on Brave
28	0025-CD65	Start with maximum health on Brave
29	D325-CFD5	Start with half as much health on Jedi
30	F925-CFD5	Start with 3/4 as much health on Jedi
31	483F-376F	Almost invincible—except spikes (works for enemy too)
32	DD2C-CDA5	Start with no continues
33	DF2C-CDA5	Start with 1 continue
34	D92C-CDA5	Start with 5 continues
35	DB2C-CDA5	Start with 9 continues
36	C229-4DD1	Infinite continues
37	4D20-CF2F	Tauntaun™ starts with 1/2x usual health
38	7D20-CF2F	Tauntaun starts with 3/4x usual health
39	0020-CF2F	Tauntaun starts with a little more health than usual
40	622C-47D0	Start with Flame gun—1st life only

41	C238-CD6F	Keep gun power-ups after dying
42	DD81-3DD4	Shield power-ups don't last as long
43	D481-3DD4	Shield power-ups last longer
44	D781-3DD4	Shield power-ups last much longer
45	DE81-3DD4	Shield power-ups last a very long time
46	D484-37A4	Health sword power-ups add 1/2 as much
47	D684-37A4	Health sword power-ups add 2x as much
48	FD84-37A4	Health sword power-ups add 4x as much
49	F68B-3764	Force orbs add 1/2 as much
50	1D8B-3764	Force orbs add 2x as much
51	EE8B-3764	Force orbs fill force bar
52	DF2B-C465	Small hearts heal less on Easy
53	D12B-C465	Small hearts heal 2x as much on Easy
54	DA2B-C465	Small hearts heal 4x as much on Easy
55	4D2B-C465	Small hearts heal very much on Easy
56	002B-C465	Small hearts heal completely on Easy
57	DF2B-C7D5	Small hearts heal less on Brave level
58	D02B-C7D5	Small hearts heal 2x as much on Brave
59	D62B-C7D5	Small hearts heal 4x as much on Brave
60	4D2B-C7D5	Small hearts heal very much on Brave
61	002B-C7D5	Small hearts heal completely on Brave
62	DF2B-C765	Small hearts heal less on Jedi level
63	D02B-C765	Small hearts heal 2x as much on Jedi
64	D62B-C765	Small hearts heal 4x as much on Jedi
65	4D2B-C765	Small hearts heal very much on Jedi
66	002B-C765	Small hearts heal completely on Jedi
67	3C8D-3D04	Big hearts heal 1/2 your health instead of 1/4
68	DC8D-3D04	Big hearts heal completely
69	D469-1707	Start on level 1-2
70	D169-1707	Start on level 1-3
71	D769-1707	Start on level 1-4
72	D969-1707	Start on level 1-5
73	D069-1707	Start on level 1-6
74	DB69-1707	Start on level 1-7
75	F969-1707	Start on level 1-8
76	D569-1707	Start on level 1-10
77	D369-17D7 + DC69-1707	Start on Hoth™ 3D level
78	D669-1707	Start on level 1-11
79	F469-17D7 + DD69-1707	Start on Asteroids level
80	DA69-1707	Start on level 3-1
81	D269-1707	Start on level 3-2
82	D369-1707	Start on level 3-3
83	D369-17D7 + FC69-1707	Start on Cloud City™ 3D level
84	DE69-1707	Start on level 4-2
85	F769-1707	Start on level 4-3
86	F469-1707	Start on level 4-4
87	FD69-1707	Start on level 4-5
88	F569-1707	Start on level 4-6
89	F669-1707	Start on level 4-7
90	F169-1707	Start on Darth Vader™ level

Super Empire Strikes Back, Jedi, Tauntaun, Hoth, Cloud City and Darth Vader are trademarks of Lucasfilm Ltd.

## Tecmo Super Bowl™ Game

CODE KEY IN ...

EFFECT ...

1	DD66-14AC	Player 1 touchdowns worth 0 points
2	D766-14AC	Player 1 touchdowns worth 3 points
3	D966-14AC	Player 1 touchdowns worth 5 points
4	D666-14AC	Player 1 touchdowns worth 8 points
5	DD61-34DC	Player 1 extra points worth 0 points
6	D761-34DC	Player 1 extra points worth 3 points
7	D961-34DC	Player 1 extra points worth 5 points
8	DB61-34DC	Player 1 extra points worth 9 points
9	DD63-37AB	Player 1 field goals worth 0 points
10	DF63-37AB	Player 1 field goals worth 1 points
11	D963-37AB	Player 1 field goals worth 5 points
12	DB63-37AB	Player 1 field goals worth 9 points
13	DDB0-17AB	Player 1 safeties worth 0 points
14	DFB0-17AB	Player 1 safeties worth 1 points
15	D9B0-17AB	Player 1 safeties worth 5 points
16	DBB0-17AB	Player 1 safeties worth 9 points
17	DDCE-34A8 + DDBB-176B	Player 2 touchdowns worth 0 points
18	D7CE-34A8 + D7BB-176B	Player 2 touchdowns worth 3 points
19	D9CE-34A8 + D9BB-176B	Player 2 touchdowns worth 5 points
20	DBCE-34A8 + DBBB-176B	Player 2 touchdowns worth 9 points
21	DBB5-34AB	Player 2 extra points worth 0 points
22	D7B5-34AB	Player 2 extra points worth 3 points
23	D9B5-34AB	Player 2 extra points worth 5 points
24	DBB5-34AB	Player 2 extra points worth 9 points
25	DDBD-4DDB	Player 2 field goals worth 0 points
26	DFBD-4DDB	Player 2 field goals worth 1 points
27	D9BD-4DDB	Player 2 field goals worth 5 points
28	DBBD-4DDB	Player 2 field goals worth 9 points
29	DD67-17DC	Player 2 safeties worth 0 points
30	DF67-17DC	Player 2 safeties worth 1 points
31	D967-17DC	Player 2 safeties worth 5 points
32	DB67-17DC	Player 2 safeties worth 9 points
33	DDA5-1F2D	Both players get 0 timeouts for the first half
34	D4A5-1F2D	Both players get 2 timeouts for the first half
35	D5A5-1F2D	Both players get 7 timeouts for the first half
36	DBA5-1F2D	Both players get 9 timeouts for the first half
37	10A5-14FD	Player 1 gets 0 timeouts for the first half
38	10A5-14BD	Player 2 gets 0 timeouts for the first half
39	DDAA-14FD	Both players get 0 timeouts for the second half
40	D4AA-14FD	Both players get 2 timeouts for the second half
41	D5AA-14FD	Both players get 7 timeouts for the second half
42	DBAA-14FD	Both players get 9 timeouts for the second half
43	10AA-149D	Player 1 gets 0 timeouts for the second half
44	10AA-142D	Player 2 gets 0 timeouts for the second half
45	C9AA-149D	Player 1's timeouts are not reset at half-time
46	C9AA-142D	Player 2's timeouts are not reset at half-time
47	DFBA-170C	1 play to get a 1st down
48	D4BA-170C	2 plays to get a 1st down
49	D7BA-170C	3 plays to get a 1st down

50	D9BA-170C	5 plays to get a 1st down
51	D5BA-170C	7 plays to get a 1st down
52	C9BA-14DC	Always 1st down

Super Bowl is a trademark of the National Football League. Tecmo is a trademark of Tecmo, Ltd.

# **Teenage Mutant Ninja Turtles Tournament Fighters™ Game**

CODE KEY IN . . .

## EFFECT ...

**CHARACTER CODES WORK IN ALL MODES EXCEPT STORY  
WITH CODES 1 THRU 6 YOU CAN'T VIEW THE ENDING**

1	DCCA-1405	Leonardo™ is replaced by Rat King™
2	D8CA-1405	Leonardo is replaced by Karai™
3	DCCA-14A5	Raphael™ is replaced by Rat King
4	D8CA-14A5	Raphael is replaced by Karai
5	DCCA-1705	Donatello™ is replaced by Rat King
6	D8CA-1705	Donatello is replaced by Karai
7	F6E9-3D25	Both players start with 1/4 health
8	7DE9-3D25	Both players start with 1/2 health
9	06E9-3D25	Both players start with 3/4 health
10	D6B1-CF60	Start with 7 continues
11	82A6-4FA4	Automatic and infinite continues

FOR CODES 12 THRU 15, LEAVE MENU OPTION ON 60

12	FD86-4F00	Matches are 10 seconds long
13	F986-4F00	Matches are 15 seconds long
14	4D86-4F00	Matches are 20 seconds long
15	5986-4F00	Matches are 75 seconds long

DON'T COMBINE CODES 16 THRU 19 WITH CODES 22 THRU 24

16	DFCA-44A3	Ultimate attack can be done any time the bar isn't empty
17	F0CA-44A3	Ultimate attack can be done with about 1/4 energy
18	46CA-44A3	Ultimate attack can be done with about 1/2 energy
19	7ACA-44A3	Ultimate attack can be done with about 3/4 energy
20	DDC1-1D03	Energy bar doesn't go down over time
21	D4C1-1D03	Energy bar goes down twice as fast
22	F0C3-4463	After doing an ultimate attack, energy bar goes to about 1/4
23	46C3-4463	After doing an ultimate attack, energy bar goes to about 1/2
24	7AC3-4463	After doing an ultimate attack, energy bar goes to about 3/4

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